

Badminton Rules

1. The net will be set at 5'1" at the posts, and at the center.
2. Start of play: Before starting the game, the opponents toss a coin (or spin a racket) with the winner choosing:
 - a) to serve first/to receive first, or
 - b) they pick which side they want

--In subsequent games, the winning side serves first.

3. Scoring: A player must be serving to score points. When the server commits a fault, his turn of service is over. When the receiver commits a fault, the server is given a point.

--All games will consist of 15 points.

Note: If the score is tied at 13 all, the first player (team) to reach 13 may choose to either play to 5, or continue to play to 15. If the score is tied at 14 all, the first player (team) to reach 14 may choose to either play to 3, or continue to play to 15. You must win by 2 points if you choose to play to 15.

4. A match consists of 2 out of 3 games. Players change ends after each game. In the third game, players also change at the halfway point (after either 6 or 8 points).
5. Serving: The first serve of the game is always made from the right service court.
6. In both singles and doubles, a player continues to serve (alternating service courts) as long as the player scores points.
7. In singles, the player will serve from the right service court when the player's score is 0 or even; from the left service court when the player's score is odd.
8. In doubles, partners will be in the service courts where they began the game when their score is 0 or even; in the opposite service courts when their score is odd.
9. In doubles, each partner is given a turn of service, with the player in the right court serving first. (Exception: The team serving first in the game has only one partner's turn of service.)
10. If the server completely misses the shuttle on the serve, the server may serve again.

11. A serve may not be delivered until the receiver is ready. If the receiver plays the serve, the receiver is considered ready.
12. During the serve, it is a fault if:
 - a) the shuttle is contacted above the server's waist or the racket is above any part of the hand.
 - b) the shuttle does not fall into the diagonally opposite service court.
 - c) some part of both feet of the server and receiver are not in contact with the appropriate court (inside the boundary lines) until the shuttle is contacted by the server.
 - d) either the server or receiver feints or balks.
13. General Play: A shuttle falling on the line is considered good. A shuttle which touches and passes over the net is in play (on the serve and any other shot).
14. It is considered a fault if:
 - a) the shuttle fails to pass over the net or lands outside the boundary lines.
 - b) the shuttle contacts the walls, ceiling, player or the player's clothing.
 - c) the shuttle passes through or under the net.
 - d) the shuttle is hit more than once or is momentarily caught or slung.
 - e) the player touches the net.
 - f) the player reaches across the net to contact the shuttle ("following through" across the net is allowed).
 - g) the player obstructs an opponent or invades an opponent's court.